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(54) **DEVICES, METHODS, AND GRAPHICAL USER INTERFACES FOR INTERACTING WITH THREE-DIMENSIONAL ENVIRONMENTS**

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(57)   **ABSTRACT**

While displaying a three-dimensional scene including at least a first virtual object displayed with a first value corresponding to a first portion and a second value corresponding to a second portion of the first virtual object at a first location and a first physical surface at a second location, a computer system generates a first visual effect at the second location of the three-dimensional scene, including modifying a visual appearance of a first portion of the first physical surface in the three-dimensional scene in accordance with the first value for the first display property that corresponds to the first portion of the first virtual object; and modifying a visual appearance of a second portion of the first physical surface in the three-dimensional scene in accordance with the second value for the first display property that corresponds to the second portion of the first virtual object.